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Attn: All Active Franchises

Please review the following information gathered by ExorSystems, IncTM: Austin. Due to an unfortunate incident with artifact smugglers from South America we have reason to believe any city hosting Aztec artifacts may be the target of ectoplasmic aggression. All we know is the creature's name: Gurencher, and that there may be more of them on the way. Watch your museums.

Also, Halloween is looming, gentlemen, and you know what that means. Be sure your team is ready for overtime, keep your equipment in tip-top shape and get ready to increase your standard fees by 20% until November 1st. Anything over 20% is gouging, so let's keep things ethical. After all, the trade commission is getting antsy and the Mithra Group is very active this time of year. If you need to be reminded of our cooperation agreement with Mithra be sure and read your handbook.

Now that the serious business is out of the way, I hope you will join us in welcoming Octavirate Entertainment into the ExorSystems, IncTM family. We recently signed a multi-year deal for Octavirate to print all of our franchise and employee manuals and our company newsletter. They will also be handling our client-side marketing and merchandising. If you have misplaced your manual or have not yet received one from the home office go to <http://www.octavirate.com> for options to purchase a replacement in a digital or print format.

One final note: Dr. Crane has noted certain readings consistent with the entity known as Nyarlathotep in the recent Ectonic Progression Tracking data. This is not conclusive information but all franchises should be on the alert. Report any readings between 73.33 and 73.74 to the home office immediately.

Sincerely,

Professor James Richer
Founder and CEO, ExorSystems, IncTM

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Special Thanks

www.ecto-web.org/~spookcentral/



**Requires the use of the d20 Modern Roleplaying Game,
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This product utilizes updated material from the v. 3.5 revision.**

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<http://www.octavirate.com>

Gurencher

Class 2 Posthumous Ectoplasmic Manifestation

Medium-Size Undead (Reptilian)

Hit Dice: 4d12 (26 hp)

MAS: N/A

Initiative: +2

Speed: 40 ft. (8 squares)

Defense: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d8+2)

Full Attack: Bite +4 melee (1d8+2)

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d4+3

Special Qualities: Fast healing, light immunity, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 15, Dex 15, Con –, Int 6, Wis 11, Cha 6

Skills: Hide +6, Jump +6, Move Silently +6, Listen +4, Spot +4, Survival +4

Feats: Power Attack

Environment: Any

Organization: Solitary, pair, or pack (4–16)

Challenge Rating: 3

Allegiances: Chaos, evil

Advancement: 5–8 HD (Medium); 9–12 HD (Large)

Level Adjustment: +3

Variant Rules

Wounds/Vitality: –/26

3.5 Armor Class: As Defense

Armor as DR: 0/–, AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

3.5 DR: N/A

Sanity Score: N/A

Sanity Loss: 1/1d6

Taint: 9

Honor: 0; **Reputation:** +0

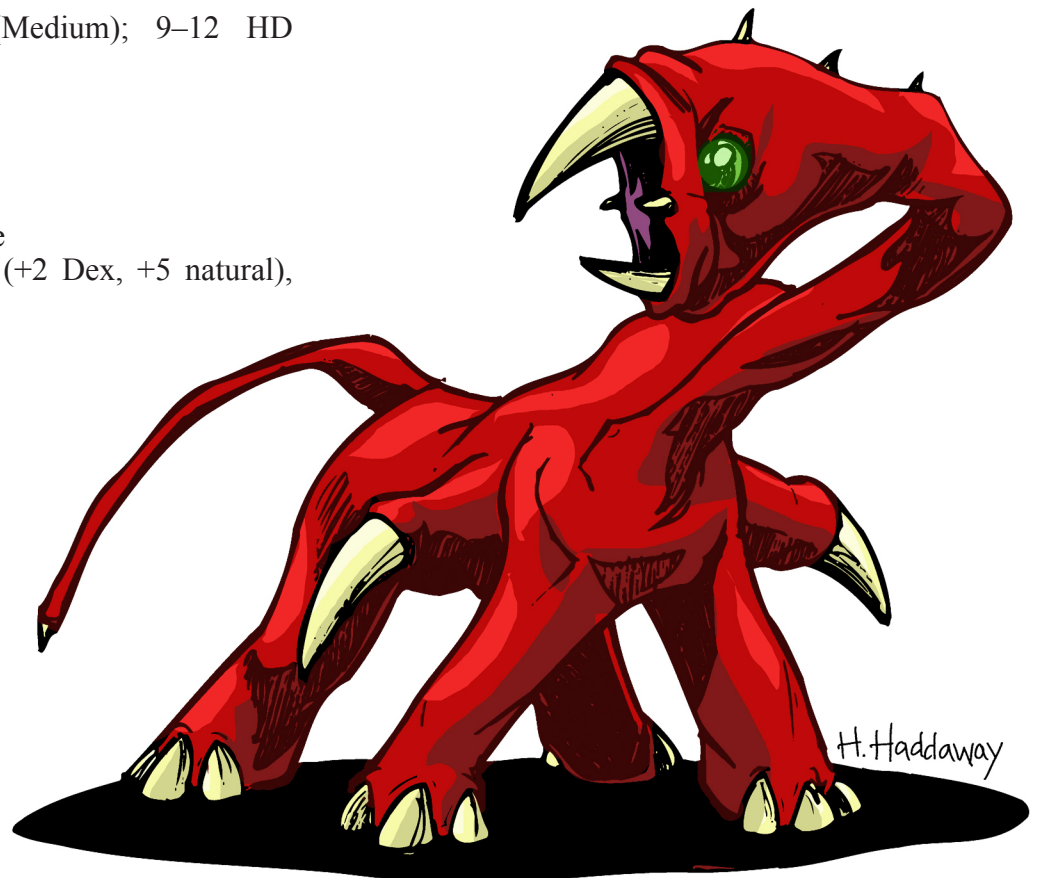
Alignment: Chaotic Evil

Treasure: Standard

“Gurencher. The word has meaning only in ancient Aztec and in that tongue it means terror. The wilds had their own evils to the Aztecs. The jungle was not a place of beauteous nature but one of terror. In the woods stalked the gurencher, a spirit of suffering and death from an age long forgot. While Quetzalcoatl flew in the skies, gurencher crawled on the ground, searching.” – Demon-Cults of the New World, Anonymous, 1692.

The entities known by the Aztecs as gurenchers are a form of amalgamated ectoplasmic spirit borne of lizards, crocodiles and long-dead reptilian monsters from before the time of man. Roughly the size of a large dog, a gurencher is a deep-red dinosaur-like creature with a long neck, beaked mouth and a pair of large claws growing from its midsection.

The Aztecs were able, at great cost, to bind the gurenchers into coffins of stone. Hundreds of these spirits were thusly entombed and therein lies the danger. Once released, a gurencher will stop at nothing to free the others of its kind.



Combat

Gurenchers attempt to pounce upon their foes in order to bring their raking midsection-claws and vicious beaks to bear. They hunt humans freely but will flee if their lives are endangered.

Fast healing (Ex): As long as a gurencher is exposed to bright light it heals 5 points of damage per round. Sunlight and normal artificial illumination are sufficient to maintain a gurencher's fast healing.

Improved Grab (Ex): To use this ability, a gurencher must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Light Immunity (Ex): A gurencher's ectoplasmic matrix stabilizes itself with light energy. As a result, gurenchers are immune to lasers and light-based attacks (such as the *searing light* spell). Bright lights cannot blind a gurencher and

Pounce (Ex): If a gurencher charges a foe, it can make a full attack, including two rake attacks.

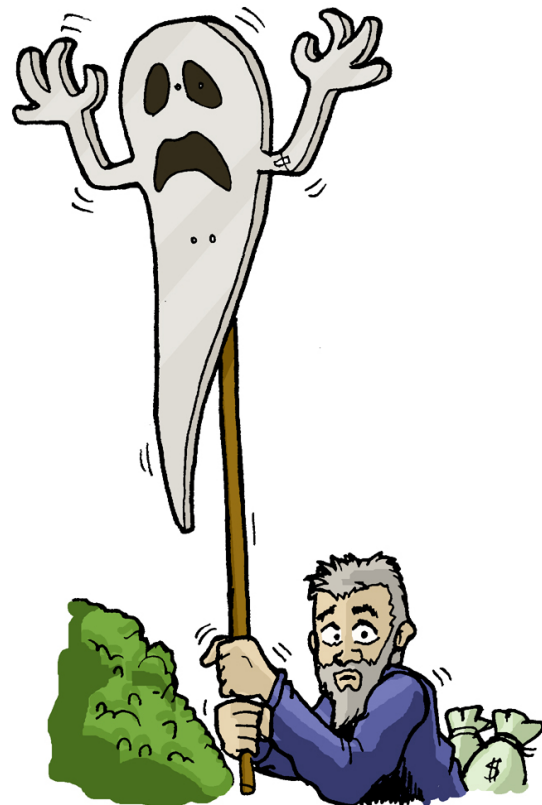
Rake (Ex): Attack bonus +4 melee, damage 1d4+2.

Weakness: Gurenchers are unique in the world of ghosts as they despise darkness. A gurencher must make a DC 15 Will save to enter an area of darkness or shadowy illumination. If the gurencher fails the save it will attempt to flee the area by the most expedient path available. If unable to leave an area of darkness or shadowy illumination a gurencher takes a -2 morale penalty on attack rolls, damage rolls, and skill checks. As stated above, a gurencher's fast healing ability does not work in areas of shadowy illumination or darkness.

Destroying a Gurencher: A gurencher that is slain falls to the ground as a pile of fossilized bones. In this state it continues to utilize its fast healing ability. Upon reaching full health the gurencher rises again. Continually damaging the corpse can delay this

process but will not halt it. Locking the body in a light-proof container will prevent the gurencher from rising.

A gurencher can be permanently slain by a coup de grace from an artifact weapon or from the natural attacks of an ectoplasmic entity of at least 8 hit dice.



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